

Goblins - Round, Green + Bright Purple. Irascible + Mischievous. Standard troops, no outstanding abilities. Around half of a man's height. Huge appetites, night vision, keen smell + hearing. ^{Large ones known as Hobgoblins.}

Borogoves - about 1 foot tall, brightly colored furry creatures. Can merge to form larger ones of a height equal to their number. Roll as droidekas, super fast, can dodge melee attacks, copy ranged attacks/powers.

Frogs - Standard Goblin mount. Long tongues, large appetites, brave and strong, with huge leaping distances. Warty skin repels acid + mucus guards against fire. Magic resistant, some are poisonous.

Crocs - Tamed and trained by the Goblins as ferocious hunting packs/guard "dogs". Superb armour, aggressive, strong, and tenacious, but not too quick over long distances (natural sprinters).

Dragonfly - Agile predators of the air, trained as falcons for war and hunting. Sliding mandibles do the work whilst the prey is clutched in 6 clawed arms. Noise of their wingbeats strikes fear in the hearts of those who know them. Rumoured to have venom spikes on the tails. Tarantula hawk style reproduction. (or mosquito)

Jabberwocks - Aerial mounts/pets of high class goblins. Vicious in nature, but submissively calm towards those brave enough to master it. Spotlight eyes give it superior vision with which to find food or sneaking enemies. Long, thin feelers help it to judge gaps' passability, and a primitive form of echolocation known as "burbling" may also help it find its way. Its ability to almost float, exerting little pressure with its wings, is known as "whiffing", and may be due to a methane-filled stomach. However, it is mos + feared for its sharp, snapping jaws and especially for its claws, mounted on mantis-like spring arms and coated with burr-hooked hairs that make it near impossible to escape. The true purpose of these hairy claws is algae-eating/fishing.

Bandersnatches - Extremely large, dangerous monsters, with a cat's head, turtle shell, six legs, and a tail with a claw at the end. This claw gives the creature its name. It is highly mobile and stretchy, and can pluck enemies right from the ground to its mouth. Many a 'Snatch' has also got itself out of a sticky situation by using its tail as a tow chain. The six legs of the 'snatch' give it superb stability and grip, making it almost impossible to move if it decides to "hold fast". It can't truly retreat into its shell, but it can collapse its leg joints and lower its head a bit, wrapping its tail around one side. 'Snatches' have carapace in their shells large enough to function as troop transports, and patches in the lower regions which produce darts for its tail to throw. The shell itself is nigh impenetrable, and covered in spikes. The Bandersnatch has acid saliva and, when it hisses in anger, acid rain and puddles may result.

Cheshire Cats - Cheshires are the favored goblin mount and a perk of the Goblin Guard's membership. ^{Cat's camouflage is so good they are rumored to have invisible.} They are furred, fanged creatures, covered in horns and spines. Most weaponry is ineffective against a Cheshire's tough hide, but explosive and chemical attacks have been known to be successful. They are good leapers, strong and agile. One of the top predators of the swamp food chain despite their small size. They have clawed their way out of bandersnatches' stomachs, defeated swarms of dragonflies, and made meals of swamp wyrms. Only Snarks are known to prey on them regularly. They can swim, but aren't overly fond of it. They have the ability to breathe out fire and smoke, but only use it when cornered or in enclosed spaces. Utterly fearless.

Battle Cart - The one and only ground vehicle of the Goblins; powered by a pump handle. The spiked wheel grips all manner of ground, and is engineered as a waterwheel for amphibious travel. The platform stays above the waterline and is fenced with a drawbridge on front. Cobbled from whatever old wood and scrap metal the goblins could find, they are none too reliable and prone to break. However, they are a powerful psychological tool on the battlefield and truly deadly. Sometimes slingshots are mounted on 'em.

Blimp - Made from stretched skins of hundreds of frogs and filled with swamp gas, they serve as troop transports, reconnaissance getmups, bombers, and more. The frog skins grant it some magic resistance and chemical resistance, but it must be carefully guarded from sharp objects and also from fire, as the skin, no longer living, doesn't produce mucus. Goblins mucosize their blimps regularly, but the risk is always there. Some goblins have taken to cultivating moss growth on the outside to protect against fire and cuts, but as of now it is untested in the field. Hodge hide would work, but be far too costly. Goblins pressurize old turtle shells with very much gas to make bombs. Once the "pin" (carved turtle head) is pulled, the device is armed and live. Forward motion of the blimp is given by dragonflies, ~~not by~~

GOBLINS!

Often seen in
Hobgoblin Chests
hidden on chains.

